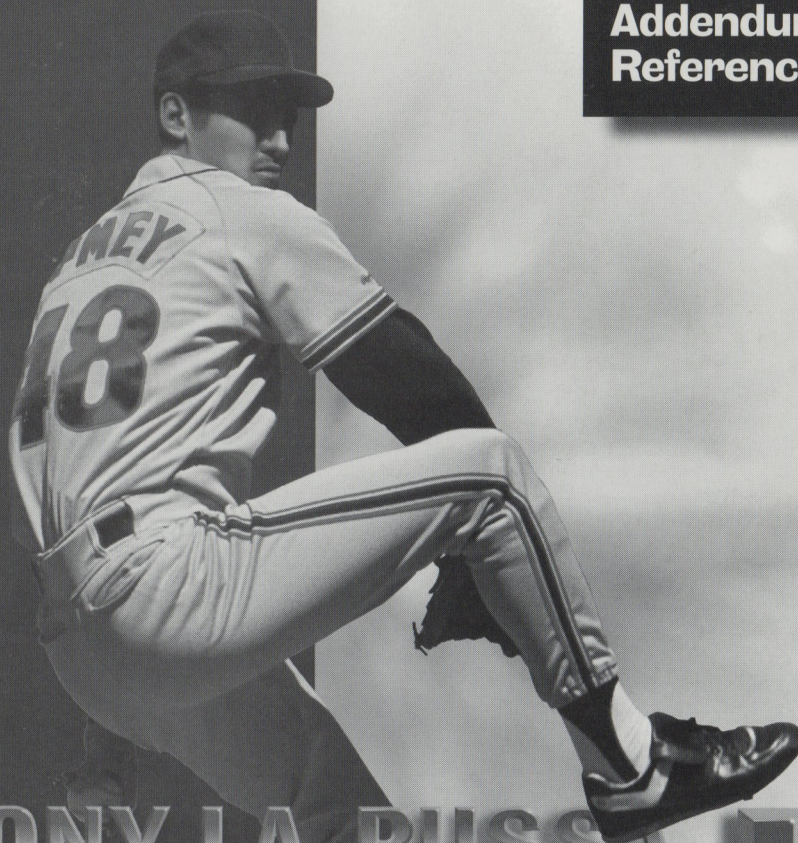




STORMFRONT  
STUDIOS®

**User's Guide  
Addendum and  
Reference Card**



TONY LA RUSSA  
**BASEBALL**  
**1996 EDITION**



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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

# Tony La Russa Baseball 3: 1996 Edition Reference Card

## System Requirements

IBM 486/66 MHz or 100% compatible system

8 MB of RAM

SVGA (640x480, 256 colors) video card

11 Meg free hard disk space for installation

An additional 11 Meg free hard disk space is required per announcer when using the "Copy Announcer" feature.

An additional 12 Meg free hard disk space is required when using the "Copy Head-to-Head Stats" feature.

An additional 2.5 Meg free hard disk space is required when using the "Copy Pre-1996 Teams" feature.

Mouse

2X CD-ROM Drive

MS-DOS 5.0 or higher

Drives using "Double Space" or "Drive Space" are not compatible with TONY3: 1996 EDITION.

## Memory Requirements

400,000 bytes free conventional RAM

6,000,000 bytes free of extended memory (XMS) or expanded memory (EMS)

## Installation

1. Place the TONY3: 1996 EDITION CD disk into the CD-ROM drive.  
Note: If you are currently in Windows, exit to DOS before installing. Also, if your computer has Windows 95, make sure you choose "RESTART YOUR COMPUTER IN DOS MODE" from the shut down options.
2. Type the letter of your CD-ROM drive followed by a colon and press<ENTER>  
For example, if your CD-ROM drive is Drive D, then type D: and press<ENTER>.
3. Type INSTALL and press <ENTER>.
4. First, the program will ask you where you want to install the game.  
Note: the default is C:\TONY96.
5. Use the number keys if you wish to speed the announcers' play-by-play, or use Head-to-Head Stats, or pre-load the Spring 1996 rosters. The amount of additional hard disk space required for each option is listed on screen.
6. The program will now copy the necessary files to your hard disk. This may take several minutes.

The installation is now complete. To start playing, select the directory in which you installed the game, then type TONY96 or GO and press <ENTER>. For example, from the C:\> prompt, type CD\TONY96 <ENTER>.



## SETUP

The first time you run **TONY3: 1996 EDITION** the program will automatically run setup to configure the game for your video card, sound card, and joysticks. If you need to alter the configuration later, change to the game directory, type **SETUP**, and press **<ENTER>**.

### Video Card

The program will show you a list of compatible video cards. If you know which card you have, use the arrow keys to highlight that card, then press **<ENTER>**.

If you do not know which card you have, press **F1** or select the top menu option. The program will try to detect your card.

After you have chosen a video card, setup will test it by trying to display the **TONY3: 1996 EDITION** logo. If this appears properly, press **<ENTER>** to continue. If nothing happens after several seconds, press **<ENTER>** to exit the test. Next the program will ask if the logo appeared correctly, press 'Y' if it did, press 'N' if it did not.

#### NOTE: VESA SUPPORT

If your video card is not on the list, or you do not know which video card you have, but you believe it is compatible with the VESA standard, select "VESA BIOS Extensions (VBE)" from the list. If this does not work, you will have to consult the documentation from the card's manufacturer to find out how to install VESA compatibility. This might require a modification to your **AUTOEXEC.BAT** file. For example, if you have a Diamond Viper Card you will have to add the line **C:\VIPER\VPRMODE VESA** at the bottom of your **AUTOEXEC.BAT** file.

### Digitized Sound

Next setup will configure the game for digitized sound. Use the arrow keys to highlight your sound card and press **<ENTER>** (Press the up arrow to see the full list of cards. The game will test your card by playing a sample sentence through your speakers. Press 'Y' if the voice played correctly; if not press 'N' and select another card.

### Joysticks

Next the program will search your hardware for joysticks. It is normal for this to take a few seconds. For each one it finds, the program will ask you to move the joystick to the maximum in each direction; up, down, left, and right. When you are finished press a button on the joystick to continue.



## Troubleshooting

- Q. I type "TONY96" or "GO" and hit enter, but I get the message "bad command or file name." Does this mean the game doesn't work?**
- A.** No, but you do need to be in the directory where you installed the game before the TONY96 command will work. To do this, type CD\TONY96 at the C:\> prompt (or whichever prompt corresponds to your hard drive).
- Q. The setup program can't find my video card. What do I do now?**
- A.** If you haven't done so, press the F1 key or top menu option to have the system try to identify your card. If this doesn't help and your video card is not on the list, it still might be VESA compatible. Check the manuals or "readme" files that came with the card for installation instructions for VESA compatibility. For example, the Diamond Viper needs to have the C:\VIPER\VPRMODE VESA line added to the AUTOEXEC.BAT file. If you find no reference to VESA, call the manufacturer for details about their video card.  
Note: TONY3: 1996 EDITION requires a SVGA (640x480, 256 colors) capable card.
- Q. I start the game and it tells me I don't have enough memory. I've got an 8 MB machine, so what's wrong?**
- A.** Even though you have a 8MB machine, your available memory is too low. Make a Boot Disk utilizing the Boot Disk Utility described on page 11 of this document.
- Q. I start the game and it tells me I don't have a mouse installed. I've got one hooked up so what's wrong?**
- A.** Even though your mouse is connected, you still need to load a DOS mouse driver before you run the game. Please contact your hardware manufacturer for details about locating the drivers for your system.
- Q. When I restart the computer in DOS mode and try to launch the game according to the instructions, I get the message "Please make sure the TONY96 CD is in your CD-ROM drive and press enter to continue." The CD is in the drive, I press enter and the message repeats. What's wrong?**
- A.** Some computers that have Windows 95 pre-loaded do not have the drivers loaded that are required for the CD-ROM to work in DOS mode. If your CD-ROM drive is normally D: in Windows 95, but when you restart in DOS mode and type D: you receive the message, "Invalid Drive Specification," then this is the problem. To fix this problem you will need to add the DOS drivers for your CD-ROM drive to your CONFIG.SYS file, and MSCDEX.EXE to your DOSSTART.BAT file. Please contact your hardware manufacturer for details about locating the drivers for your system.
- Q. I start the game and it tells me I don't have enough hard disk space. How much do I need?**
- A.** TONY3: 96 EDITION requires at least 11 Meg of free hard disk space for the basic game elements.
- Q. I have a regular Sound Blaster sound card, but the Install program for the sound driver only offers me Sound Blaster Pro or Sound Blaster 16 as choices. What's wrong?**
- A.** Use the up-arrow key to scroll up the list. The regular Sound Blaster driver selection is at the top of the list.



- Q. I installed the game fine, but it runs slowly. What's wrong?**  
**A.** The game is probably using too much "virtual memory," hard disk space that is being used as "imitation RAM". To reduce the memory required, you have two options on the Game Configuration Screen:
1. Choose "640x480 Manager Mode" or "320x200 Action View" instead of "640x480 Action Mode."
  2. Choose Minimum Animations instead of Load All.
- Note: Turning off the Announcer Voice will speed up game play.
- Q. The game mysteriously crashes or locks up. What should I do?**  
**A.** Something in your system's memory may be conflicting with TONY3: 1996 EDITION. Make sure you have created a Boot Disk using the Boot Disk Utility. Also, if you have Windows 95 installed, be sure to play the game through DOS mode. To get to DOS mode, click on START, then SHUT DOWN, then RESTART YOUR COMPUTER IN DOS mode. If the problem persists, call Stormfront Technical Support.
- Q. I ran the install program and a message comes up saying "DOS4GW error." What's wrong?**  
**A.** Something in your system's memory may be conflicting with the way TONY3: 1996 EDITION uses RAM. Make sure you have created a boot disk using the BOOT DISK UTILITY (see page 11). If the problem persists, call Stormfront Technical Support.  
 Note: Hard drives that are using "Double Space" or "Drive Space" are not compatible with TONY3: 1996 EDITION.

## Technical Support

If you are having a problem, please consult the TROUBLESHOOTING section of this card before calling Technical Support. The solutions to the most common problems are listed there. If your problem persists, please call us. You can also call Technical Support for additional information about Stormfront Studios and its products. For technical questions, please have the following information about your system ready when you call.

1. Your machine's hardware configuration: (e.g. 486/66 MHz).
2. The type of video card, sound card, game card (if applicable), mouse, joystick/gamepad, and CD-ROM drive installed in your computer.
3. Information listed by the CHKDSK and MEM commands.
4. Contents of your CONFIG.SYS and AUTOEXEC.BAT files.

**Phone:**

**(415) 472-8272**

**Fax:**

**(415) 479-2880**

**Hours:**

**9:00 am to 5:30 p.m., Pacific Time  
 Monday through Friday  
 (closed holidays)**

**E-Mail Address:**

**larussa3@aol.com**

**Stormfront BBS:**

**(415) 472-8239. Up to 14,400 baud, 24 hours  
 a day, 7 days a week.**

**U.S. Mail**

**Stormfront Studios  
 Attn: Technical Support Dept.  
 4040 Civic Center Drive, 3rd Floor  
 San Rafael, CA 94903**



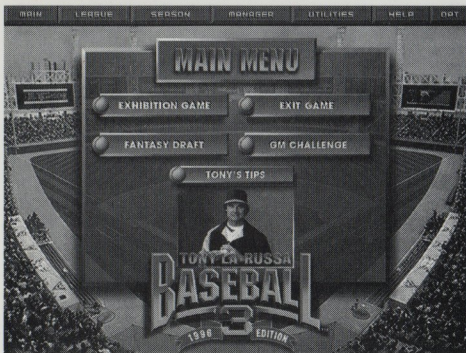
# User's Guide Addendum

**T**his guide is designed as a supplement to the User's Guide contained in your Tony La Russa Baseball 3: 1996 Edition package. Only sections that have been affected by enhancements and revisions to the game are included. For your convenience, the page number from the original User's Guide is adjacent to the corresponding heading in the addendum. New headings do not have a page number. First time users of Tony La Russa Baseball 3 are encouraged to read the User's Guide before consulting the addendum.

If you have any questions, please call the Stormfront Studios Technical Support Department at (415) 472-8272. Our hours of operation are Monday–Friday from 9:00 a.m. to 5:30 p.m. Pacific Time (closed holidays).

Note: Prior printings of the Tony La Russa Baseball 3 User's Guide may not correspond to this addendum.

## Main Menu, Page 12



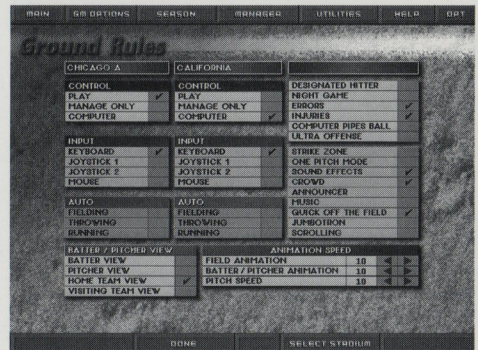
The Making of Tony La Russa Baseball 3 presentation and the Features

Intro are not available in Tony La Russa Baseball 3: 1996 Edition.

## The Making of Tony La Russa Baseball 3, Page 12

This feature is not available in Tony La Russa Baseball 3: 1996 Edition.

## The Ground Rules Menu, Page 14



The Animation Speed setting has been expanded to three categories. (See Animation Speed below). In addition, a "Scrolling" feature has been added to the General selections.

## Animation Speed, Page 18

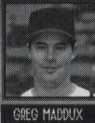
The Animation Speed setting has been expanded to three categories: Field Animation, Batter and Pitcher Animation, and Pitch Speed. The Animation Speed range is from one to ten with ten being fastest. By adjusting each of these settings to best match the speed of your computer, you can make the timing right for each aspect of the game, and for your style of play.



## Line Up Exchange, Page 19 (Head-to-Head Stats)

| Lineup Exchange    |   |      |    |  |                 |   |      |   |  |
|--------------------|---|------|----|--|-----------------|---|------|---|--|
| ATLANTA            |   |      |    |  | SAN DIEGO       |   |      |   |  |
| BATTER             | I | ERA  | V  |  | BATTER          | I | ERA  | V |  |
| Greg Maddux        | P | 1.63 | 7  |  | Joey Hamilton   | P | 3.08 | 9 |  |
| BATTING ORDER      | B | AVG  | P  |  | BATTING ORDER   | B | AVG  | P |  |
| CF Marquis Grissom | R | .258 | 6  |  | CF Steve Finley | L | .297 | 6 |  |
| RF David Justice   | L | .283 | 9  |  | LF Rip Roberts  | R | .304 | 5 |  |
| 1B Fred McGriff    | L | .280 | 9  |  | 3B Ken Caminiti | R | .302 | 9 |  |
| LF Byron Basko     | L | .310 | 11 |  | OF Tony Gwynn   | L | .348 | 5 |  |
| C Joey Lopez       | R | .315 | 8  |  | 2B Andy Benoit  | R | .266 | 6 |  |
| 3B Chipper Jones   | R | .266 | 8  |  | C Brad Ausmus   | R | .293 | 6 |  |
| 2B Frank Lincecum  | R | .257 | 5  |  | 1B Scott Lirio  | L | .307 | 7 |  |
| SS Jeff Blauvelt   | R | .211 | 6  |  | SS Andruw Jones | R | .210 | 5 |  |
| P Greg Maddux      | R | .163 | 3  |  | P Joey Hamilton | R | .108 | 3 |  |

The 1996 Edition contains Head-to-Head Stats for batter vs. pitcher match-ups. To display the Head-to-Head Stats for the batter and pitcher in your line up, point to a name on the roster and click the left mouse button. You can also display the Head-to-Head stats by pressing the F8 key. Clicking on the right mouse button displays the player's 1995 season stats.

| Head To Head Stats                                                                                      |      |      |         |    |                                                                                                          |            |     |  |  |
|---------------------------------------------------------------------------------------------------------|------|------|---------|----|----------------------------------------------------------------------------------------------------------|------------|-----|--|--|
| <br><b>TONY GWYNN</b> |      |      |         |    | <br><b>GREG MADDOX</b> |            |     |  |  |
| SAN DIEGO                                                                                               |      |      |         |    | ATLANTA                                                                                                  |            |     |  |  |
| NEW BATTER                                                                                              | AVG  | .431 | ATBATS  | 58 | NEW PITCHER                                                                                              | ERA        | 2.5 |  |  |
|                                                                                                         | HITS | 217  | DOUBLES | 3  |                                                                                                          | STRIKES    | 1   |  |  |
|                                                                                                         | OPS  | .508 | TRIPLES | 1  |                                                                                                          | WALKS      | 0   |  |  |
|                                                                                                         |      |      | WALKS   | 0  |                                                                                                          | STRIKEOUTS | 8   |  |  |
| DONE                                                                                                    |      |      |         |    | OTHER TEAM                                                                                               |            |     |  |  |

The Head-to-Head Stats screen shows how the batter and pitcher have fared against each other during the course of their careers, with stats for batting average, hits, doubles,

strikeouts, etc. Clicking on the "New Batter" or "New Pitcher" button enables you to select a different player from one of the two teams.

Head-to-Head Stats influence how a hitter and pitcher do against each other based on how often they've faced each other. If the batter has 3 AB against a pitcher, the influence is far less than if he has had 50 AB.

## Pitch Type, Page 20

Each pitcher can have up to four pitch types from the following list: fastball, curveball, changeup, slider, screwball, sinker, split finger, forkball, and knuckleball. The pitcher's four best pitches are used in the game. If a pitcher has less than four pitches, only those pitches will be displayed.

## League, Page 33

Stormfront Studios no longer offers the Historical Data Disks. For information about other products from Stormfront Studios, call our Technical Support Department at (415) 472-8272.





Two new selections have been added to the Start New Season screen: "Use Head-to-Head Stats" and "Select Stat Type." When checked, the "Use Head-to-Head Stats" selection will make the simulation more accurate, but games will take longer to play.

"Select Stat Type" defines the depth of the stats used by the simulation. There are three categories of stats: "Basic Stats," "Basic and Advanced," and "All." Basic Stats are the most important to the simulation, and include at bats, hits, home runs, etc. Advanced stats include tendencies to pull the ball or spray to the opposite field. All includes Basic, Advanced and Situational Stats, such as day/night and month of season, late and close, or scoring position.

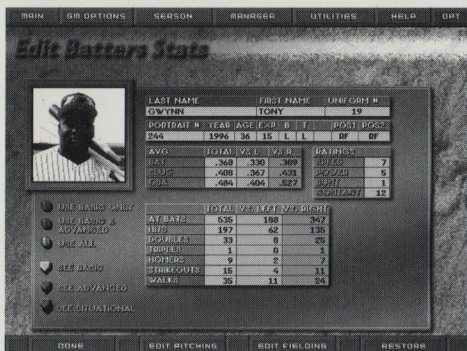
| Statistical Leaders |                 |        |     |      |      |     |     |    |     |      |
|---------------------|-----------------|--------|-----|------|------|-----|-----|----|-----|------|
|                     | TEAM            | POS    | AB  | AVG  | ERA  | SA  | HR  | BB | W   | WPA  |
| 1                   | Lance Johnson   | CHA CF | 689 | .259 | 3.42 | 405 | 119 | 74 | 156 | 11.1 |
| 2                   | Orel Hershiser  | TEX CF | 589 | .295 | 3.59 | 336 | 104 | 69 | 174 | 10.7 |
| 3                   | Chad Curtis     | DET CF | 585 | .268 | 3.53 | 435 | 167 | 78 | 157 | 10.6 |
| 4                   | Brian Holman    | CHN CF | 580 | .288 | 3.59 | 440 | 182 | 76 | 167 | 10.5 |
| 5                   | Dan Borchert    | COL LF | 579 | .340 | 3.69 | 420 | 280 | 96 | 197 | 10.4 |
| 6                   | Trade Fryman    | DET RF | 567 | .276 | 3.51 | 409 | 134 | 76 | 156 | 10.3 |
| 7                   | Sammy Sosa      | CHN RF | 564 | .266 | 3.41 | 500 | 232 | 84 | 151 | 10.2 |
| 8                   | Bernie Williams | NYA CF | 563 | .307 | 3.93 | 487 | 180 | 88 | 173 | 10.1 |
| 9                   | Steve Finley    | SD CF  | 562 | .297 | 3.67 | 420 | 123 | 78 | 167 | 10.0 |
| 10                  | Jim Edwards     | CAL CF | 558 | .290 | 3.55 | 436 | 246 | 89 | 165 | 9.9  |
| 11                  | Joe Carter      | TOR LF | 558 | .253 | 3.03 | 428 | 175 | 73 | 143 | 9.8  |
| 12                  | Carlos Berroa   | CLE RF | 557 | .314 | 3.58 | 452 | 138 | 81 | 176 | 9.7  |

The Statistical Leaders screen has been expanded to include three extra stat categories: Intentional Walks (IW), Sacrifice Flies (SF), and Sacrifice Bunts (SAC). In addition, a Situational Stats button has been added. You can use it to see such interesting stats as the fact that Colorado had three of the top four home run hitters in the home field.

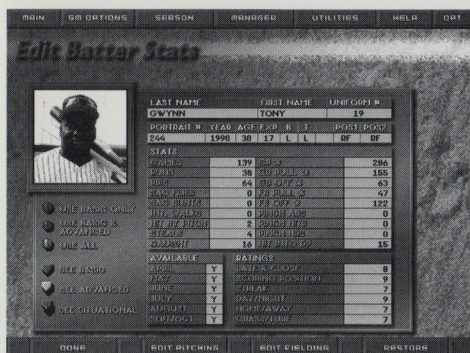
| Situational Stats |                |        |     |     |     |     |     |     |     |     |
|-------------------|----------------|--------|-----|-----|-----|-----|-----|-----|-----|-----|
|                   | TEAM           | POS    | AB  | WPA | WPA | WPA | WPA | WPA | WPA | WPA |
| 1                 | Lance Johnson  | CHA CF | 320 | 186 | 6   | 5   | 1   | 5   | 18  | 1.0 |
| 2                 | Jose Gonzalez  | TEX DH | 320 | 180 | 7   | 6   | 14  | 12  | 45  | 0.9 |
| 3                 | Kenny Lofton   | CLE CF | 310 | 182 | 9   | 8   | 3   | 20  | 23  | 0.8 |
| 4                 | Eric Young     | COL RF | 307 | 181 | 14  | 3   | 0   | 26  | 16  | 0.7 |
| 5                 | Scott Servadei | CHN CF | 297 | 89  | 16  | 0   | 13  | 28  | 43  | 0.6 |
| 6                 | John Valentin  | BOE RF | 305 | 90  | 10  | 3   | 7   | 30  | 27  | 0.5 |
| 7                 | Harold Orlans  | AFL CF | 303 | 9   | 0   | 0   | 5   | 22  | 30  | 0.4 |
| 8                 | Dan Borchert   | COL LF | 301 | 107 | 17  | 1   | 35  | 9   | 36  | 0.3 |
| 9                 | Ho Vaughn      | BOE RF | 300 | 81  | 13  | 1   | 9   | 18  | 48  | 0.2 |
| 10                | David Justice  | AFL RF | 319 | 73  | 6   | 0   | 31  | 29  | 58  | 0.1 |
| 11                | Brad Ausmus    | SD CF  | 318 | 61  | 5   | 0   | 1   | 21  | 36  | 0.0 |
| 12                | Gary Disarcia  | CAL RF | 315 | 71  | 12  | 0   | 3   | 7   | 13  | 0.0 |

Clicking on Situational Stats enables you to see how players have fared (historically or simulated) in a variety of situations, such as runners in scoring position, natural grass, night games, etc. You can bring up player information by clicking the right mouse button over the player's name.

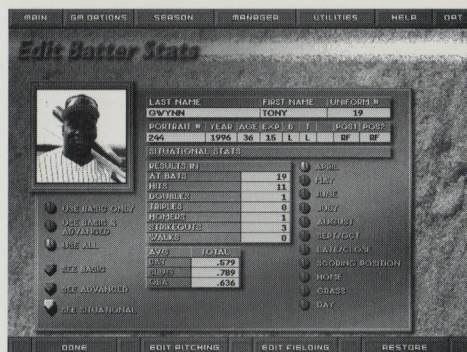




The Edit Player Stats screen has been expanded to include Basic, Advanced, and Situational stats. Use the "See" buttons, such as "See Basic" to toggle back and forth between the stats sections or groupings.



A new category called "Available" has been added to the Advanced stats to more realistically simulate injuries during a season. Any month labeled "N" means that the player was not available to play during that month of the season.



## Import Statistics, Page 52

Tony La Russa Baseball 3: 1996 Edition enables you to import stats from a text file spread sheet. To more easily edit player stats, export a team or universe to a text file as described on page 11. Import the modified text file back using this screen. You can also import players from other games produced by Stormfront Studios.

## Stats, Inc., Page 52

Stats, Inc., will provide you with basic statistics. Such important elements as whether batters hit left or right may not be included, so you may wish to use the Edit Player Stats screen.

## Import Stadiums

This feature enables you to copy stadiums from other Stormfront Studios products and import them into Tony La Russa Baseball 3: 1996 Edition.



## Export Team or Universe to Text File

To quickly modify stats in a spreadsheet, use this feature to export a team or universe to a compatible text file. The data will be tab-delimited. Use the import stats screen to import data back into the game after editing is completed.

## Boot Disk Utility, Page 61

Tony La Russa Baseball 3: 1996 Edition contains a Boot Disk Utility that enables you to easily create a boot disk during the program set up. The boot disk eliminates the need to edit numerous DOS command files in order for the game to operate correctly.

**Step 1.** Insert a blank, PC-formatted 3 1/2" diskette into your floppy drive. Then, from the C:\TONY96> prompt, type "Setup".

**Step 2.** Select "Create Boot Disk Option" in the setup program.

**Step 3.** After "Boot Disk Creation Completed" message appears on the monitor, reboot the computer by pressing the "Ctrl", "Alt", and "Delete" keys simultaneously.

**Step 4.** After you have finished playing the game, remove the diskette and reboot the computer to return your regular setup. Store the diskette with your Tony La Russa Baseball 3: 1996 Edition CD-ROM.

**Note:** For subsequent playing sessions, insert the floppy disk and reboot the computer.

## Glossary of Abbreviations, Page 63

The following abbreviations have been added to the game:

**SF** Sacrifice Flies

**SAC** Sacrifice Bunts

**IW** Intentional Walks

## Historical Data Disks Available, Page 66

Stormfront Studios no longer offers the Historical Data Disks. For more information about other products from Stormfront Studios, call our Technical Support Department at (415) 472-8272, or call EA (Electronic Arts) direct at (800) 245-4525.





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